Debra Isaac

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Education

1993-1996	**Los Angeles County High school for The Arts** Visual Arts Major
1996-2001	**University of California, Los Angeles** Design/Media Arts B.A.
2004-present	**University of Southern California** Animation & Digital Arts M.F.A

Awards

2006	SLOAN Scholarship
2003	Mattel Market Research Excellence Award
2000-2001	Eugene Wurzel Design Endowment
2000-2001	UCLA Arts Bridge Scholarship
1996	Levinson Scholarship nominee
1995	Marie Walsh Sharpe Art Scholarship

Software

- Maya
- Photoshop
- Illustrator
- After Effects
- Premiere
- Audition
- Quark Express
- Dreamweaver
- Director
- Flash
- Action Script
- Fireworks

Work Experience

2001-04 Mattel Inc. El Segundo, CA

I worked as a generalist producing short CG videos of toys for market research and internal presentations. Responsibilities included modeling, animating, lighting, rendering, interface design, motion graphics and video editing.

2005-06 The Labyrinth Project USC, Annenburg

Created 3D animated sequences of DNA and Proteins for an interactive trans-media project:
A Tale of Two Genes: Exploring the Biology & Culture of Aggression & Anxiety

2006 Club Zig Zag Los Angeles

Co-producer and creative director for the film component of a mixed stage and screen musical

Digital Artist on Archaeological Projects:

TARA-Trust For African Rock Art {africanrockart.org}	Kenya	2004	TASKS included Graphic Design, Photography, photo enhancement, web design, map development, Database management, 3d modeling
Easter Island Statue Project {easterislandstatueproject.org}	Easter Island	2002 &2004	
Project Farfan	Peru	2001	
Kerkenes Project	Turkey	1999	
Rock Art Archive Cotsen Institute of Archaeology {ioa.ucla.edu/rockart/}	UCLA	1997-2001	

Past Work

Celestial mechanics {cmlab.com}	2005	Illustrations
Urban Dynamics {ud.philipp-ennemoser.at}	2005	Video production
Chariot Productions	2004	Title graphics
OnRamp Arts {onramparts.org}	2001	Taught Macromedia Flash
University Co-operative Housing Association	1999-2001	Designed a yearbook for 3 years
Reed Neurological Institute at UCLA	2000	Created CG models of brains for animations